

Good Behavior Game

Brief Program Description

The Good Behavior Game (GBG) intervention seeks to improve children's psychological well-being and social task performance. It is implemented when children are in early elementary grades in order to provide students with the skills they need to respond to later, possibly negative, life experiences and societal influences.

GBG utilizes a group-based approach in which students are assigned reading units and cannot advance until a majority of the class has mastered the previous set of learning objectives. The intervention is primarily a behavior modification program that involves students and teachers. It aims to decrease early aggression and shy behaviors to prevent later criminality. GBG improves teachers' ability to define tasks, set rules, and discipline students, and allows students to work in teams in which each individual is responsible to the rest of the group.

Evaluations of the program have demonstrated beneficial effects for children at the end of first grade, and positive outcomes at sixth grade for males displaying early aggressive behavior. At the end of first grade, GBG students, compared to a control group, had fewer aggressive and shy behaviors according to teachers, and better peer nominations of aggressive behavior. At the end of sixth grade, GBG students, compared to a control group, demonstrated decreased levels of aggression for males who were rated highest for aggression in first grade.

Contact Information

For indepth information on this program, please use the contact listed below.

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